

CLAIMS

1. A system for detecting and controlling collusion in a game having a plurality of participating players, comprising:
  - 5 recording means for recording, for each player, an amount wagered on each turn of the game in which the player participates, and a corresponding outcome of said wager, the outcome being a complete or partial forfeit of the wager if the wager is unsuccessful, and a profit made
  - 10 on the wager if the wager is successful;
  - a ranking facility operable to derive a primary statistic for each player, the primary statistic being a function of a total number of turns of the game played by the player, and the outcomes of the wagers made by the player in these turns of the game; and
  - 15 monitoring means for monitoring the primary statistic of each player and generating an output when the primary statistic of any player changes by more than a predetermined amount, the output being an indicator of possible collusion by that player.
- 20 2. A system as claimed in claim 1 which includes a storage means capable of storing the primary statistic for each player.
3. A system as claimed in claim 2 in which the primary statistic is a ratio of a cumulative outcome of all the player's wagers and the number of turns of
- 25 the game played by the player.
4. A system as claimed in claim 3 in which the storage means stores a primary statistic for each player in respect of each one of a number of different levels of play of the game, a level of play being determined by
- 30 wagering limits applicable to the game.
5. A system as claimed in any one of the preceding claims that includes a control facility operable to suspend a player for whom the monitoring

- 32 -

means has generated an output, from any further participation in the game.

6. A system as claimed in claim 5 that includes geo-location means for  
5 determining the geographical location of any participating player.
7. A system as claimed in claim 6 in which the control facility suspends any  
two or more players for whom the monitoring facility has generated outputs  
and whose geographic locations are substantially identical, from any  
10 further participation in the game.
8. A system as claimed in claim 6 in which the control facility prevents any  
two or more players for whom the monitoring facility has generated outputs  
and whose geographic locations are substantially identical, from  
15 participating in a same instance of the game.
9. A system as claimed in any one of the preceding claims in which the  
ranking facility derives a number of secondary statistics relating to each  
player.
- 20 10. A system as claimed in claim 9 in which one secondary statistic is, when  
relating to a winning player, a breakdown of that player's winnings from the  
other players.
- 25 11. A system as claimed either one of claims 9 or 10 in which a further  
secondary statistic is, when relating to a losing player, a breakdown of that  
player's losses to other players.
- 30 12. A system as claimed in claim 10 in which the monitoring means generates  
an output if a proportion of a player's winnings from another particular  
player exceeds a predetermined threshold, and also generates an output  
for the other particular player.

- 33 -

13. A system as claimed in claim 11 in which the monitoring means generates an output if a proportion of a player's losses to another particular player exceeds a predetermined threshold, and also generates an output for the other particular player.

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14. A system as claimed in any one of the preceding claims in which the game is a variation of the game of poker.

- 10 15. A system as claimed in claim 14 in which the variation is any one of Texas Hold'Em, Omaha or Omaha Hi/Lo.

- 15 16. A system as claimed in claim 15 in which the secondary statistics includes any one or more of a win ratio for all hands played to the flop stage of the game, a win ratio for all hands played to the turn stage of the game, a win ratio for all hands played to the river stage of the game, a play decision ratio of the number of hands played to the flop stage and the number of hands played to the river stage of the game, a win ratio for all hands in which the player raises in early position, a win ratio for all hands in which the player raises in mid position, a win ratio for all hands in which the player raises in late position, and a raise ratio for all raising hands held by the player.

20 25 17. A system as claimed in claim 14 in which the variation is any one of Seven Card Stud, Seven Card Stud Hi/Lo or Razz.

- 30 18. A system as claimed in claim 17 in which the secondary statistics includes any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.

19. A system as claimed in claim 14 in which the variation is Five Card Stud.
20. A system as claimed in claim 19 in which the secondary statistics includes any one or more of a win ratio for all hands played to the third street, a win ratio for all hands played to fourth street, a win ratio for all hands played to the fifth street, a play decision ratio of the number of hands played to third street to the number of hands played to fifth street, and a raise ratio for all raising hands held by the player.  
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- 10 21. A system as claimed in claim 14 in which the variation is Five Card Draw.
22. A system as claimed in claim 21 in which the secondary statistic includes any one or more of a win ratio for all hands played to draw, and a raise ratio for all raising hands held by the player.  
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23. A system as claimed in claim 14 in which the variation is Manila.
24. A system as claimed in claim 23 in which the secondary statistic includes any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.  
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25. A method for detecting and controlling collusion in a game having a plurality of participating players, comprising the steps of:  
recording, for each player, an amount wagered on each turn of the game in which the player participates, and a corresponding outcome of said wager, the outcome being a complete or partial forfeit of the wager if the wager is unsuccessful, and a profit made on the wager if the wager is successful;  
30 deriving a primary statistic for each player, the primary statistic being a

- 35 -

function of a total number of turns of the game played by the player, and the outcomes of the wagers made by the player in these turns of the game; and

5 monitoring the primary statistic of each player and generating an output when the primary statistic of any player changes by more than a predetermined amount, the output being an indicator of possible collusion by that player.

10 26. A method as claimed in claim 25 in which the primary statistic for each player is stored on a storage means.

15 27. A method as claimed in claim 26 in which the primary statistic is derived as a ratio of a cumulative outcome of all the player's wagers and the number of turns of the game played by the player.

20 28. A method as claimed in claim 27 in which a primary statistic for each player is stored in the storage means in respect of each one of a number of different levels of play of the game, a level of play being determined by wagering limits applicable to the game.

25 29. A method as claimed in any one of claims 25 to 28 that includes the step of suspending a player for whom an output has been generated, from any further participation in the game.

30 30. A method as claimed in claim 29 that includes a further step of determining the geographical location of any participating player.

31. A method as claimed in claim 30 in which any two or more players for whom outputs have been generated and whose geographic locations are substantially identical, are suspended from any further participation in the game.

- 36 -

32. A method as claimed in claim 30 in which any two or more players for whom outputs have been generated outputs and whose geographic locations are substantially identical, are prevented from participating in a same instance of the game.

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33. A method as claimed in any one of claims 25 to 32 that includes a step of deriving a number of secondary statistics relating to each player.

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34. A method as claimed in claim 33 in which one secondary statistic, when relating to a winning player, is a breakdown of that player's winnings from the other players.

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35. A method as claimed in either one of claims 33 or 34 in which a further secondary statistic, when relating to a losing player, is a breakdown of that player's losses to other players.

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36. A method as claimed in claim 34 that includes a step of generating an output if a proportion of a player's winnings from another particular player exceeds a predetermined threshold, and also generating an output for the other particular player.

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37. A method as claimed in claim 35 that includes a step of generating an output if a proportion of a player's losses to another particular player exceeds a predetermined threshold, and for also generating an output for the other particular player.

38. A method as claimed in any one of claims 25 to 37 in which the game is a variation of the game of poker.

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39. A method as claimed in claim 38 in which the variation is any one of Texas Hold'Em, Omaha or Omaha Hi/Lo.

- 37 -

40. A method as claimed in claim 39 in which the secondary statistics are derived as any one or more of a win ratio for all hands played to the flop stage of the game, a win ratio for all hands played to the turn stage of the game, a win ratio for all hands played to the river stage of the game, a play decision ratio of the number of hands played to the flop stage and the number of hands played to the river stage of the game, a win ratio for all hands in which the player raises in early position, a win ratio for all hands in which the player raises in mid position, a win ratio for all hands in which the player raises in late position, and a raise ratio for all raising hands held by the player.
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41. A method as claimed in claim 38 in which the variation is any one of Seven Card Stud, Seven Card Stud Hi/Lo or Razz.
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42. A method as claimed in claim 41 in which the secondary statistics are derived as any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.
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43. A method as claimed in claim 38 in which the variation is Five Card Stud.
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44. A method as claimed in claim 43 in which the secondary statistics are derived as any one or more of a win ratio for all hands played to the third street, a win ratio for all hands played to fourth street, a win ratio for all hands played to the fifth street, a play decision ratio of the number of hands played to third street to the number of hands played to fifth street, and a raise ratio for all raising hands held by the player.
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45. A method as claimed in claim 38 in which the variation is Five Card Draw.

- 38 -

46. A method as claimed in claim 45 in which the secondary statistics are derived as any one or more of a win ratio for all hands played to draw, and a raise ratio for all raising hands held by the player.

5 47. A method as claimed in claim 38 in which the variation is Manila.

10 48. A method as claimed in claim 47 in which the secondary statistics are derived as any one or more of a win ratio for all hands played to fourth street, a win ratio for all hands played to fifth street, a win ratio for all hands played to sixth street, a win ratio for all hands played to seventh street, a play decision ratio of the number of hands played to fourth street to the number of hands played to seventh street, and a raise ratio for all raising hands held by the player.